MAHATMA GANDHI UNIVERSITY, KERALA

Abstract

Bachelor of Arts (Honours) Animation and Visual Effects - Fifth Semester - Modifications to the Course Outcomes, Course Content and Mode of Assessment - Approved - Orders Issued.

ACA 16

No. 6032/ACA 16/2026/MGU Priyadarsini Hills,Dated: 15.06.2026

Read:-1. U.O.No.5797/AC A16/2024/MGU, dated.27.06.2024.

2. Minutes of the meeting of the Expert Committee on Animation and Graphic Design (UG).

3. Orders of the Vice Chancellor under Section 10(17), Chapter III of the Mahatma Gandhi University Act 1985, dated. 11.06.2026.

ORDER

The syllabi of various Honours Under Graduate Programmes coming under The MGU-UGP (Honours) Regulations, 2024, have been approved vide paper read as (1) above and published on the website of the University.

The Expert Committee on Animation and Graphic Design (UG), discussed the need to modify the Course Outcomes, Course Content and Mode of Assessment of DSC/DSE/SEC type courses, in the Fifth Semester syllabus of **Bachelor of Arts (Honours) Animation and Visual Effects** programme, and has submitted recommendations vide paper read as (2) above.

(Recommendations are attached as Annexure)

Considering the urgency, sanction has been accorded by the Vice Chancellor, in exercise of the powers of the Academic Council vested upon him under Section 10(17), Chapter III of the Mahatma Gandhi University Act 1985, vide paper read as (3) above, to approve the said recommendations.

Hence, the Course Outcomes, Course Content and Mode of Assessment of the said courses in the Fifth Semester syllabus of **Bachelor of Arts (Honours) Animation and Visual Effects** programme, stands modified to this extent.

Orders are issued accordingly.

SIJI ANNA KURIEN

ASSISTANT REGISTRAR III

(ACADEMIC)

For REGISTRAR

Copy To

1. PS to VC
2. PA to Registrar/CE
3. Convenor, Expert Committee, Animation and Graphic Design(UG)
4. JR 2 (Admin)/DR 2, AR 3 (Academic)
5. JR/DR/AR (Exam)
6. Tabulation/Academic Sections concerned
7. AC C1/AC C2 Sections
8. IT Cell 3/OQPM1 Sections
9. PRO/IQAC/Records Sections
10. Stock File/File Copy

File No. 44752/AC A16-3/2026/ACA 16.

Forwarded / By Order

Section Officer

Annexure

SEMESTER V

Course Name: 3D Character Animation
Course Code: MG5DSCAVE300

COURSE OUTCOMES

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No	Page No.
1	Demonstrate an understanding of the basic concepts, terminology, tools, and setup procedures of 3D animation using animation software.	No Change	No Change	108
2	Apply the principles of animation in producing basic animated scenes.			
3	Apply proper body mechanics in character animations.	A		
4	Create advanced animation scenes by applying performance techniques and cinematic shot development.	C		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description (Modified)	Hrs	CO No. (Modified)	Page No.
1	1.1	No Change	No Change	No Change	109,110
	1.2			1	
	1.3			1	
	1.4			2	
2	2.1			3	
	2.2			3	
	2.3			2	
	2.4			1	
3	3.1			2,3	
	3.2			2,3	

	3.3	No Change	No Change	2,3	
	3.4			2,3	
4	4.1			4	
	4.2			4	
	4.3	Depicts characters engaging in combat or martial arts with realistic and well-coordinated movements.		4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

Assessment Types

Continuous Comprehensive Assessment (CCA) - 30 Marks

1. Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks.
2. All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.
3. The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.

End Semester Evaluation (ESE) - 70 Marks

Practical Examination

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	Basic understanding of 3D animation concepts, terminology, tools, and setup procedures	10
CO2	Application of the principles of animation in producing animated scenes	15
CO3	Application of proper body mechanics in character animations	20
CO4	Creation of advanced animation scenes by applying performance techniques and cinematic shot development	25
	Total	**70**

Page No.

111

Course Name: Art of Miniature Photography
Course Code: MG5DSCAVE301

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No.	Page No.
1	Identify basic photography principles, camera settings, and essential photography equipment used in capturing images.	No Change	No Change	113
2	Explain how different camera movements, angles, and basic camera equipment (tripods, sliders, etc.) are used to improve storytelling in miniature photography.			
3	Apply forced perspective, and time-lapse techniques to create realistic miniature and visual effects shots.			
4	Apply image editing tools to enhance photographs and create stylistic effects.	A		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units (Modified)		Course Description	Hrs (Modified)	CO No. (Modified)	Page No.
1	1.1		No Change	No Change	No Change	114,115
	1.2				1	
2	2.1		No Change	No Change	2	
3	3.1		Removed			
	Existing	Proposed	No Change	No Change	3	
	3.2	3.1				
	Existing	Proposed			3	
	3.3	3.2				
4	4.1		No Change	15	4	
	4.2			No Change	4	
5	Teacher Specific Content					

MODE OF ASSESSMENT (Modified)

Assessment Types

Continuous Comprehensive Assessment (CCA) - 30 Marks

1. Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks.
2. All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.
3. The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.

End Semester Evaluation (ESE) - 70 Marks

Practical - Project Evaluation

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	**Identification of Photography Principles and Camera Settings** - Ability to identify and use appropriate camera settings, basic photography principles, and essential equipment in capturing the images. Students should also explain these choices during the viva.	15
CO2	**Explanation of Camera Angles, Movements, and Equipment** - Ability to explain how camera angles, perspectives, and equipment such as tripods or sliders contribute to storytelling in the miniature scenes, supported by the portfolio and viva discussion.	15
CO3	**Application of Miniature Photography Techniques** - Effective use of techniques such as forced perspective, or time-lapse to create convincing miniature shots, and the ability to explain the process during the viva.	20
CO4	**Application of Image Editing and Creative Enhancement** - Use of post-processing techniques such as exposure adjustment, color correction, contrast control, and stylistic editing to enhance photographs, with explanation of editing choices during the viva.	20
	ESE Total	**70**

Page No.

Course Name: Art of Stop Motion
Course Code: MG5DSEAVE300

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No.	Page No.
1	Recall the history, basic techniques, and production workflow of stop motion animation.	No Change	No Change	119
2	Explain the planning and pre-production process of a stop motion project, including storyboarding, character design, and basic set construction.			
3	Apply stop motion production techniques using frame-by-frame animation, object manipulation, lighting, camera operation, and basic production software.			
4	Apply editing and rig removal techniques to refine stop motion sequences and enhance them with sound and visual effects.	A		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs	CO No. (Modified)	Page No.
1	1.1	No Change	No Change	1	120
	1.2			1	
	1.3			1	
2	2.1			2	
	2.2			2	
3	3.1			3	
	3.2			No Change	
4	4.1			4	
	4.2			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

Assessment Types

Continuous Comprehensive Assessment (CCA) - 30 Marks

A) Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks.

B) All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.

C) The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.

End Semester Evaluation (ESE) - 70 Marks

Practical - Project Evaluation

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	**Understanding of Stop Motion Fundamentals** - Ability to recall and discuss the history, basic techniques, and production workflow of stop motion animation during the viva and reflect this understanding in the project.	15
CO2	**Planning and Pre-Production** - Quality of planning including concept, storyboard, character design, and basic set or prop preparation, along with the ability to explain the pre-production process during the viva.	15
CO3	**Application of Stop Motion Animation Techniques** - Effective use of frame-by-frame animation, object manipulation, lighting, camera operation, and basic production software to create a coherent animation film.	25
CO4	**Post-Production and Enhancement** - Application of editing, rig removal (if required), sound design, and visual effects to enhance the final output, along with justification of choices during the viva.	15
	ESE Total	**70**

Course Name: Art of Miniature Filmmaking
Course Code: MG5DSEAVE301

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No.	Page No.
1	Explain the use of miniatures in films and the basic concepts of scale, perspective, and illusion.	U	No change	124
2	Explain the process of designing and constructing miniature models, sets, and props for visual storytelling.	No Change		
3	Explain how lighting and camera techniques are used in miniature filmmaking.	U		
4	Apply visual effects and compositing techniques to integrate miniature elements with live-action footage.	A		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description (Modified)	Hrs	CO No. (Modified)	Page No.
1	No Change				125
2	No Change				
3	**Lighting and Camera Techniques (Modified)**				
	3.1	No Change	No Change	No Change	
	3.2				
	3.3	Camera operation and framing for miniature.Shooting live action characters for miniature sets. Experimenting with camera angles and movements for impact. Introduction to practical effects using high speed cameras.			
4	**Visual Effects Integration**				
	4.1	No Change	No Change	No Change	

	4.2	No Change	No Change	4	
	4.3			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

Assessment Types

Continuous Comprehensive Assessment (CCA) - 30 Marks

A) Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks.

B) All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.

C) The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.

End Semester Evaluation (ESE) - 70 Marks

Practical - Project Evaluation

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	**Understanding of Miniature Concepts** - Ability to explain the use of miniatures in films and demonstrate understanding of scale, perspective, and illusion through the project and viva.	15
CO2	**Design and Construction of Miniatures** - Quality and effectiveness of miniature models, sets, and props used for visual storytelling, supported by explanations in the process book and viva.	20
CO3	**Use of Lighting and Camera Techniques** - Application and explanation of appropriate lighting, framing, and camera techniques in filming miniature scenes.	15
CO4	**Application of Visual Effects and Compositing** - Effective use of visual effects and compositing techniques to integrate miniature elements with live-action footage, demonstrated in the film and explained during the viva.	20
	ESE Total	**70**

Page No.

126

Course Name: 3D Character Creation
Course Code: MG5DSEAVE302

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No.	Page No.
1	Explain key anatomical structures required for accurate 3D character modelling.	No Change	No Change	129
2	Apply appropriate topology techniques to construct 3D character models that meet basic animation requirements.			
3	Design and develop bipedal or quadruped 3D character models.	C		
4	Apply UV mapping, texturing, lighting, and rendering techniques to develop effective 3D models.	A		
5	Removed			

COURSE CONTENT
Content for Classroom transaction (Units)

Module	Units (Modified)	Course Description (Modified)	Hrs (Modified)	CO No. (Modified)	Page No.
1	1.1	No Change	No Change	No Change	130
	1.2			2	
2	2.1	No Change	No Change	3	
	2.2		15	3	
	2.3		No Change	3	
3	3.1	No Change	No Change	3	
	3.2			3	
4	**Character Texturing**				
	4.1	No Change	No Change	4	
	4.2 **(Included)**	Digital texture painting techniques; creation of various texture maps; application of textures to 3D models; study of lighting principles for scene enhancement; rendering for final visual output.	5	4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

Assessment Types

Continuous Comprehensive Assessment (CCA) - 30 Marks

A) Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks.

B) All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.

C) The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.

End Semester Evaluation (ESE) - 70 Marks

Practical Examination

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	**Anatomy -** The anatomical structures essential for accurate 3D character modelling.	10
CO2	**Topology -** Appropriate topology techniques to construct 3D character models suitable for basic animation.	10
CO3	**Modeling -** Develop bipedal or quadruped 3D character models based on design requirements.	25
CO4	**Look Development -** UV mapping, texturing, lighting, and rendering techniques to produce visually enhanced 3D models.	25
	ESE Total	**70**

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131

Course Name: Shooting Techniques for VFX
Course Code: MG5DSEAVE303

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No.	Page No.
1	Explain the basics of chroma keying, its purpose, types, and the importance of proper lighting in VFX shooting.	U	No Change	134
2	Explain green matte studio setup, camera configurations, lighting, and motion control in VFX production.	No Change		
3	Explain keying techniques, matte types, and methods used in green and blue screen compositing.	U		
4	Apply practical effects techniques to integrate live-action footage with backgrounds using tracking and chroma keying.	A		
5	Removed			

MODE OF ASSESSMENT (Modified)

	Continuous Comprehensive Assessment (CCA) - 30 Marks	Page No.
Assessment Types	A) Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks. B) All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus. C) The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.	136

Assessment Types

End Semester Evaluation (ESE) - 70 Marks

Practical - Project Evaluation

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	**Understanding of Chroma Keying Fundamentals** - Ability to explain the purpose, types, and importance of chroma keying and proper lighting in VFX shooting, supported through the project, documentation, and viva discussion.	15
CO2	**Green Matte Setup and Shooting Knowledge** - Ability to explain studio setup, camera configuration, lighting, and motion control techniques used during shooting, demonstrated through submission and viva.	15
CO3	**Understanding of Keying Techniques and Matte Handling** - Ability to explain keying techniques, matte types, and compositing methods, clearly demonstrated in the breakdown video and viva.	20
CO4	**Application of Tracking and Compositing Techniques** - Effective integration of live-action footage with backgrounds using chroma keying and tracking, including realism, edge quality, and overall visual output, with explanation during viva.	20
	ESE Total	**70**

Course Name: Rigging for Animation
Course Code: MG5DSEAVE304

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No.	Page No.
1	Demonstrate an understanding of the fundamental concepts of rigging, including joint types, facial anatomy, rig controls, constraints, and rigging workflow.	No Change	No Change	139
2	Apply rigging techniques in the creation of object rigs.			
3	Develop biped character rigs with advanced control systems, facial controls, blend shapes, and attribute connections.	C		
4	Apply skinning techniques by binding the mesh to the skeleton, adjusting skin weights, mirroring and copying weights, and testing deformation for effective character movement.	A		
5	Removed			

COURSE CONTENT
Content for Classroom transaction (Units)

Module	Units	Course Description	Hrs	CO No. (Modified)	Page No.
1	1.1	No Change	No Change	No Change	140,141
	1.2				
	1.3			1	
2	2.1			2	
	2.2			2	
3	3.1			3	
	3.2			3	
	3.3			3	
4	4.1			4	
	4.2			4	
	4.3			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

<table>
<tr><td rowspan="2">Assessment Types</td><td>Continuous Comprehensive Assessment (CCA) - 30 Marks
A) Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks.
B) All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.
C) The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.</td><td rowspan="2">142</td></tr>
<tr><td>End Semester Evaluation (ESE) - 70 Marks
Practical Examination
<table>
<tr><th>Mapped CO</th><th>ESE Assessment Criteria & Description</th><th>Marks</th></tr>
<tr><td>CO1</td><td>Basic understanding of the fundamental concepts and workflow of rigging.</td><td>10</td></tr>
<tr><td>CO2</td><td>Application of rigging techniques in the creation of object rigs.</td><td>15</td></tr>
<tr><td>CO3</td><td>Application of rigging techniques in developing biped character rigs with advanced control systems, facial controls, blend shapes, and attribute connections.</td><td>25</td></tr>
<tr><td>CO4</td><td>Application of skinning techniques by binding the mesh to the skeleton, adjusting skin weights, mirroring and copying weights, and testing deformation for effective character movement.</td><td>20</td></tr>
<tr><td></td><td>ESE Total</td><td>70</td></tr>
</table></td></tr>
</table>

Course Name: Advanced Matte Painting for VFX
Course Code: MG5DSEAVE305

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified)	Learning Domains (Modified)	PO No.	Page No.
1	Explain matte painting, its role in VFX, and the tools used in the production pipeline.	U	No Change	144

2	Apply matte painting techniques to analyse live-action footage, clean plates, and integrate 3D elements.	No Change	No Change	
3	Apply camera projection and integration techniques to combine 2D matte paintings with 3D elements.	A		
4	Apply lighting and compositing techniques to enhance mood and integrate matte paintings with characters and scenes.	A		
5	Removed			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs	CO No. (Modified)	Page No.
1	1.1	No Change	No Change	No Change	145
	1.2				
	1.3				
2	2.1				
	2.2				
	2.3				
3	3.1				
	3.2				
	3.3				
4	4.1			4	
	4.2			4	
	4.3			4	
5	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

Assessment Types

Continuous Comprehensive Assessment (CCA) - 30 Marks

A) Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 30 marks.

B) All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.

C) The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.

End-Semester Evaluation (ESE) - 70 Marks

Practical examination

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	**Understanding of Matte Painting and Tools** - Ability to explain matte painting, its role in VFX, and the tools used in the workflow during the practical and viva.	10
CO2	**Application of Matte Painting Techniques and Plate Analysis** - Ability to analyse the given footage, perform plate cleanup, and apply matte painting techniques for environment extension and basic integration.	20
CO3	**Application of Camera Projection and Integration** - Effective use of camera projection or similar techniques to integrate 2D matte painting with 3D elements and create depth.	20
CO4	**Lighting, Mood, and Final Compositing** - Application of lighting, color grading, and compositing techniques to enhance mood and achieve seamless integration with characters and scene elements.	20
	ESE Total	**70**

Course Name: Mastering Productivity Tools
Course Code: MG5SECAVE300

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome (Modified) Upon completion of this course, students will be able to;	Learning Domains (Modified)	PO No.	Page No.
1	Apply productivity tools to create, format, manage, and collaborate on professional documents using features like templates, permissions, and real-time editing.	A	No Change	149
2	Apply advanced spreadsheet functions and tools to analyze data, generate charts, and create interactive dashboards for effective data management.	A		
3	Apply presentation design principles, advanced slide layouts, transitions, multimedia elements, and storytelling techniques to create visually engaging and effective presentations.	No Change		
4	Develop an interactive Google Form for data collection, integrate it with Google Sheets, analyze responses using form analytics, and organize collected data effectively.			

COURSE CONTENT

Content for Classroom Transaction (Units)

Module	Units	Course Description	Hrs	CO No. (Modified)	Page No.
1	1.1	No Change		1	150
	1.2			1	
2	2.1	No Change		2	
	2.2			2	
3	3.1	No Change		3	
	3.2			4	
4	Teacher Specific Content				

MODE OF ASSESSMENT (Modified)

Assessment Types

Continuous Comprehensive Assessment (CCA) - 25 Marks

A) Teachers can choose suitable assessment methods like assignments, practical exercises, mini-projects, process documentations, viva, MCQ, class tests etc. to conduct the Continuous Comprehensive Assessment (CCA) for 25 marks.

B) All assessments must be clearly mapped to the Course Outcomes (COs) specified in the syllabus.

C) The Teacher-Specific Module (TSM) is a compulsory part of the CCA. It should be designed, conducted, and evaluated by the teacher and must also be mapped to relevant COs.

End-Semester Evaluation (ESE) - 50 Marks

Practical Examination

Mapped CO	ESE Assessment Criteria & Description	Marks
CO1	**Document Creation, Formatting, and Collaboration** - Effective use of formatting tools, templates, and collaboration features such as comments, suggestions, and permissions.	10
CO2	**Spreadsheet Analysis and Data Visualization** - Application of functions, formulas, conditional formatting, charts, and dashboards for meaningful data analysis.	15
CO3	**Presentation Design** - Ability to design engaging presentations using layouts, transitions, multimedia, and storytelling techniques.	10
CO4	**Form Creation** - Develop and integrate an interactive Google Form with Google Sheets, analyze collected responses using form analytics, and organize data effectively.	15
	ESE Total	**50**

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